

FIG. 1

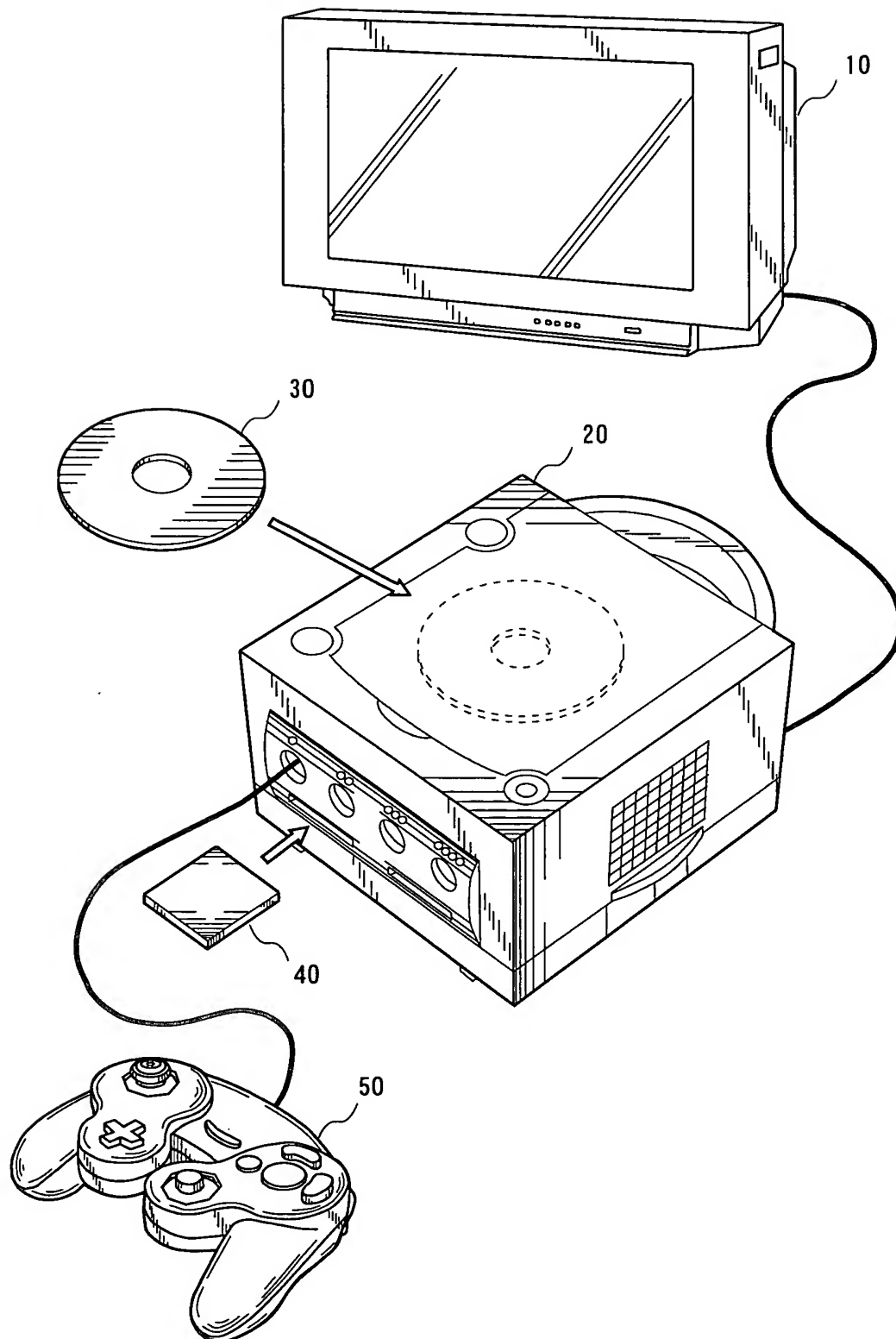


FIG. 2

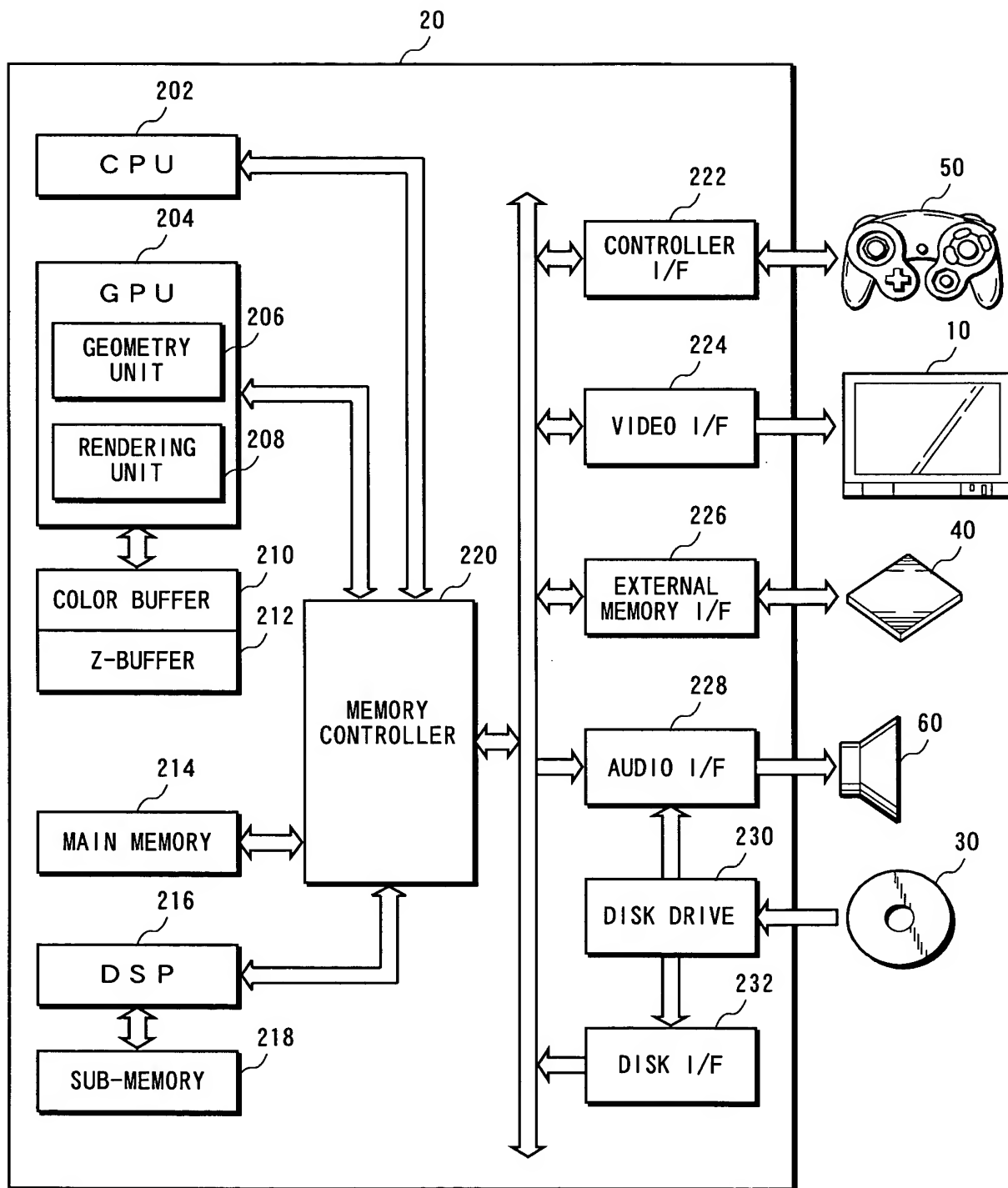


FIG. 3

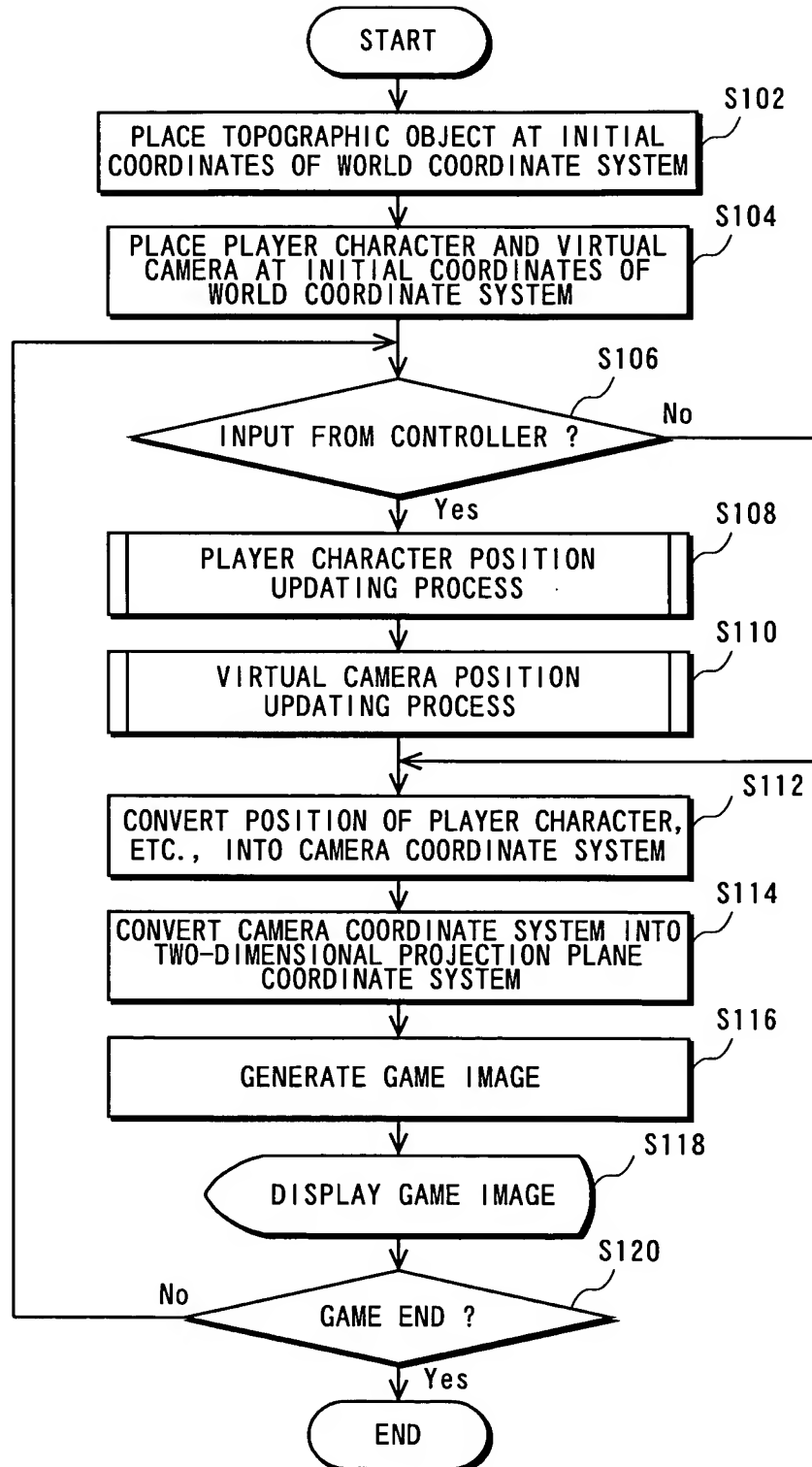


FIG. 4

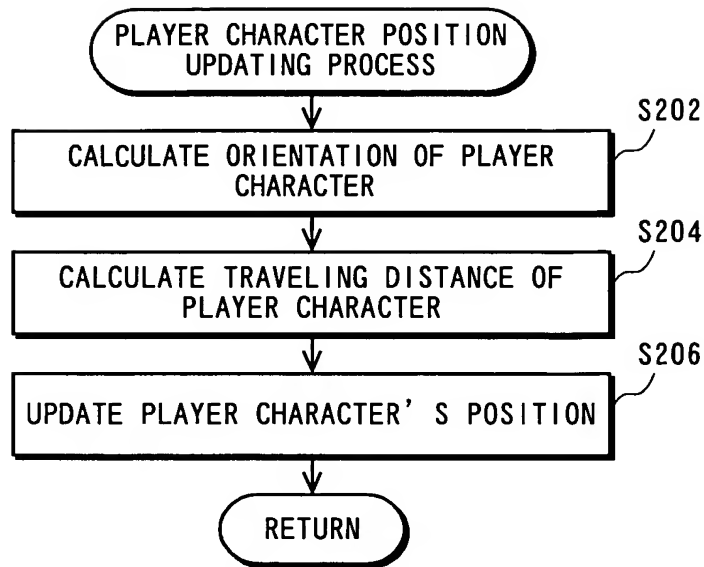
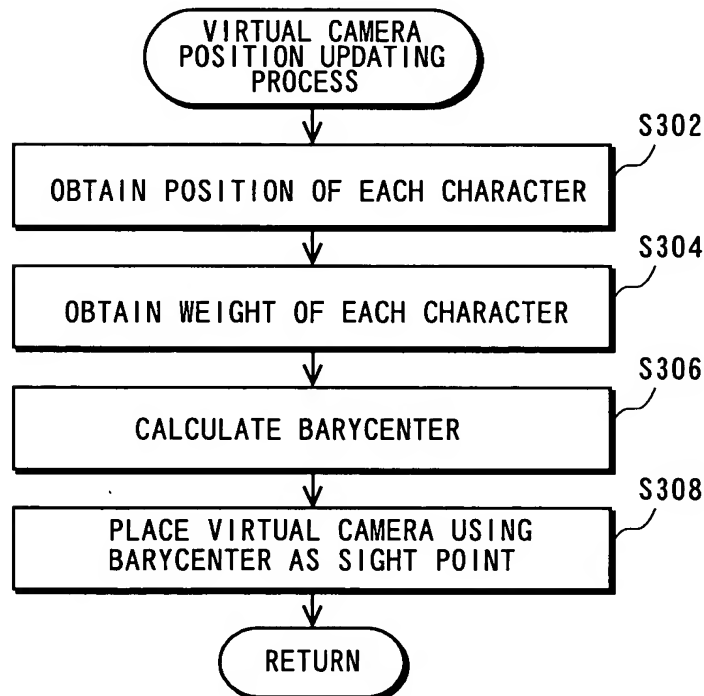


FIG. 5



F I G. 6

CHARACTER	WEIGHT	POSITION
PLAYER CHARACTER	10	(Xp, Yp, Zp)
FRIEND CHARACTER f a	1	(Xfa, Yfa, Zfa)
FRIEND CHARACTER f b	1	(Xfb, Yfb, Zfb)
FRIEND CHARACTER f c	1	(Xfc, Yfc, Zfc)
FRIEND CHARACTER f d	1	(Xfd, Yfd, Zfd)
FRIEND CHARACTER f e	1	(Xfe, Yfe, Zfe)
⋮	⋮	⋮
ENEMY CHARACTER e a	3	(Xea, Yea, Zea)
ENEMY CHARACTER e b	3	(Xeb, Yeb, Zeb)
ENEMY CHARACTER e c	3	(Xec, Yec, Zec)
⋮	⋮	⋮

FIG. 7

CHARACTER	LEVEL OF IMPORTANCE
PLAYER CHARACTER	A
FRIEND CHARACTER f a	C
FRIEND CHARACTER f b	C
⋮	⋮
ENEMY CHARACTER e a	B
ENEMY CHARACTER e b	B
⋮	⋮

FIG. 8

LEVEL OF IMPORTANCE	WEIGHT
A	10
B	3
C	1

FIG. 9

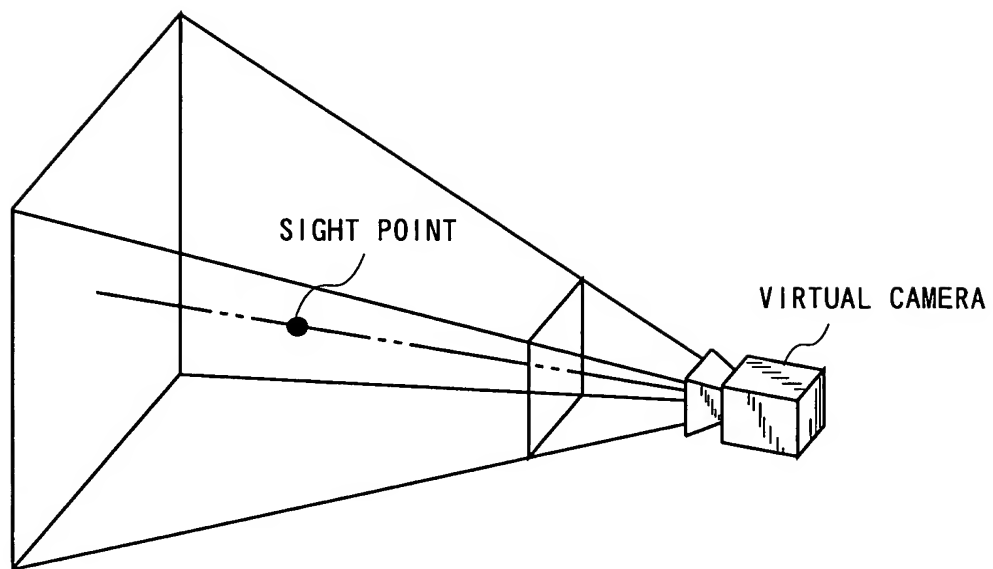


FIG. 10

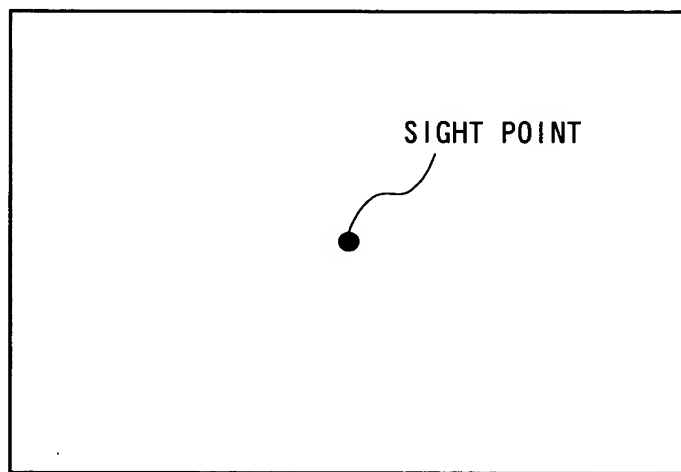


FIG. 11

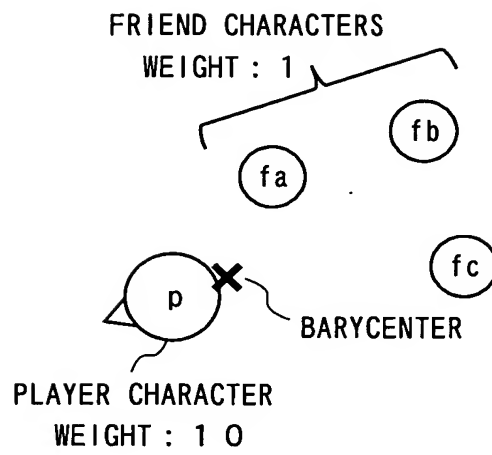


FIG. 12

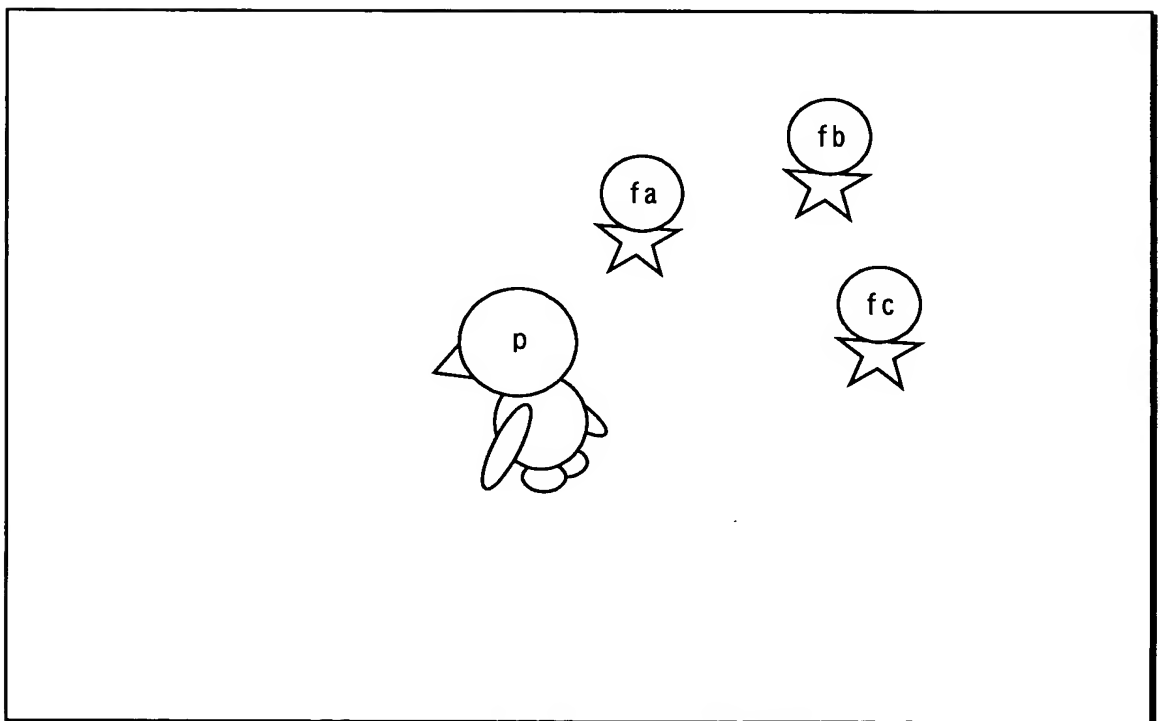


FIG. 13

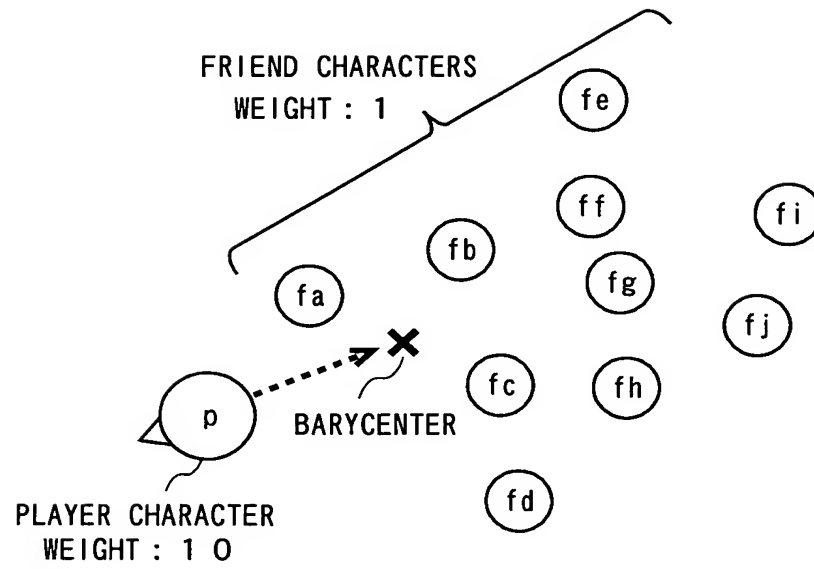


FIG. 14

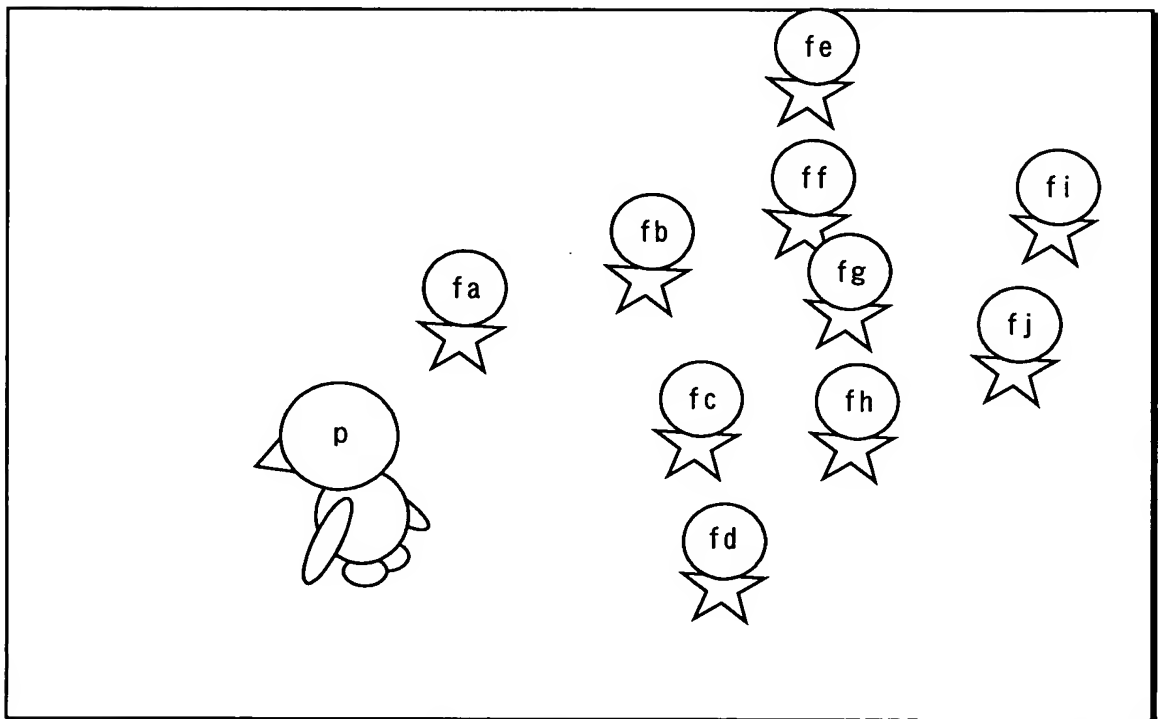


FIG. 15

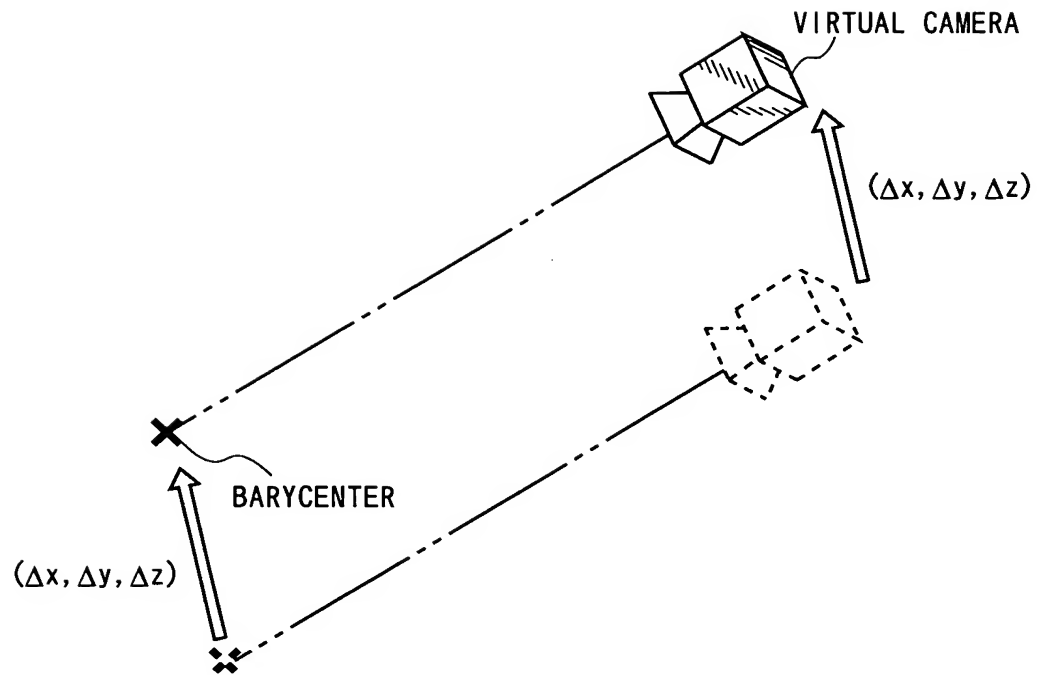


FIG. 16

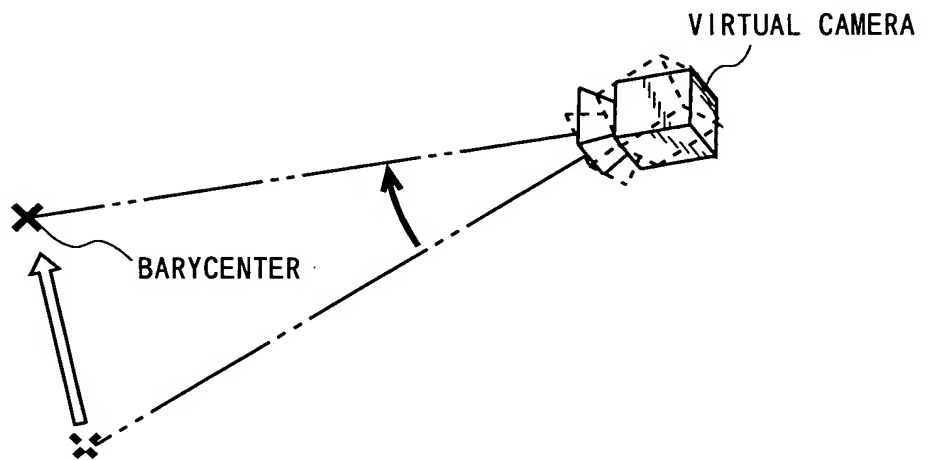


FIG. 17

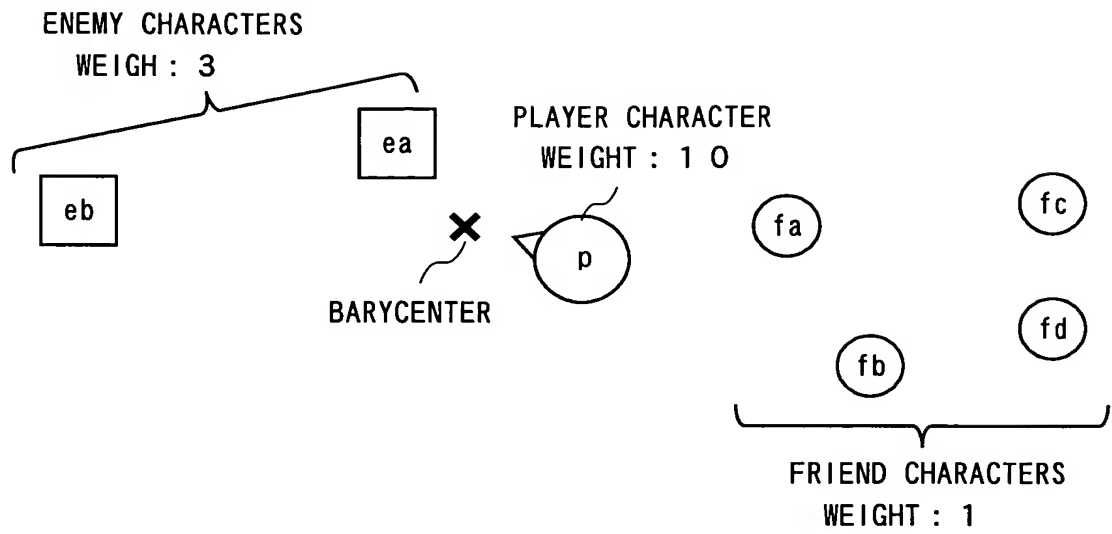


FIG. 18

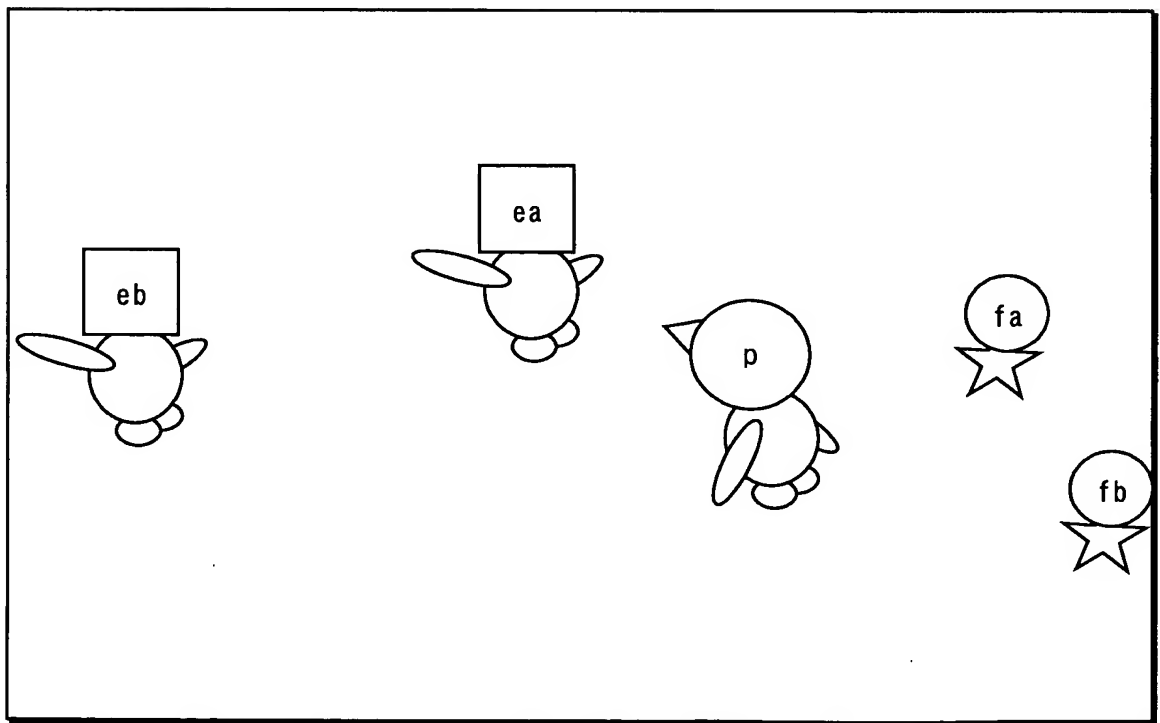


FIG. 19

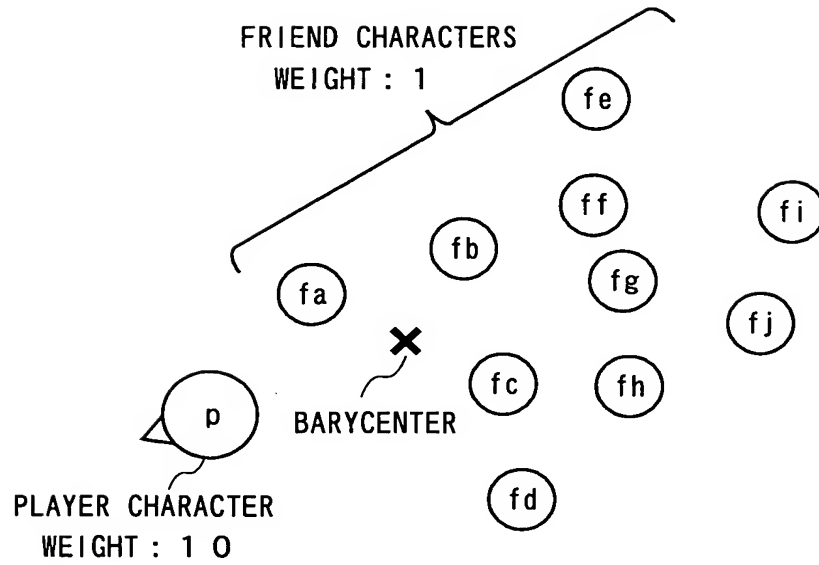


FIG. 20

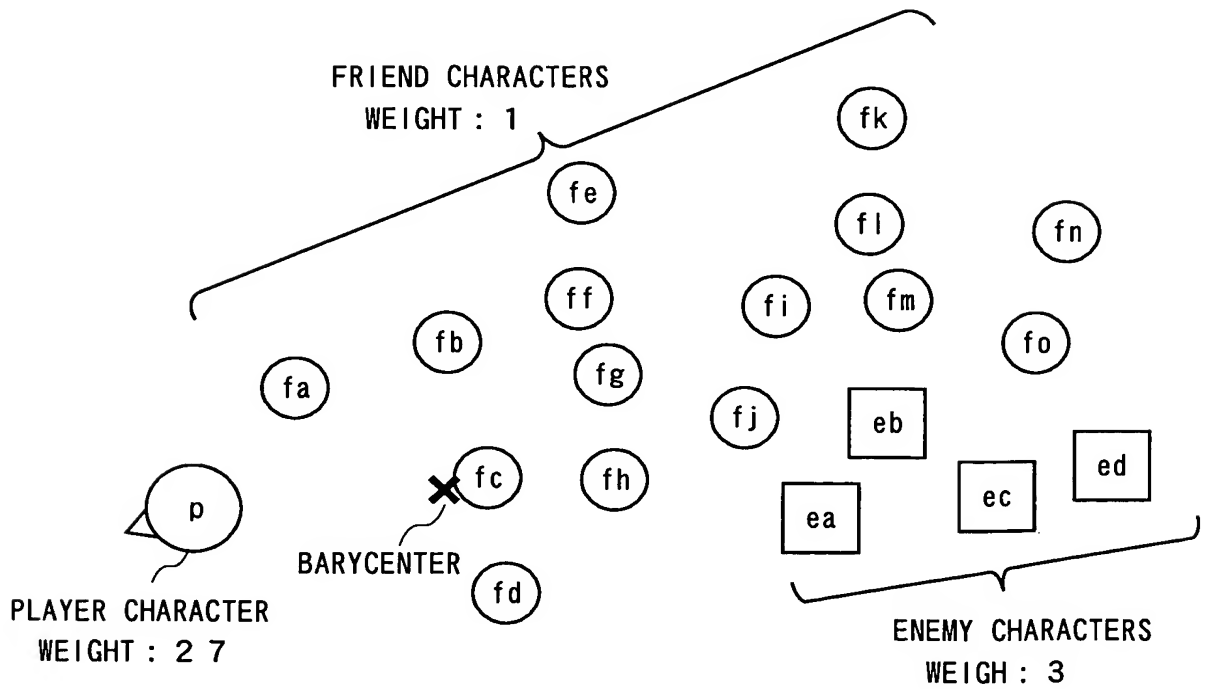


FIG. 21

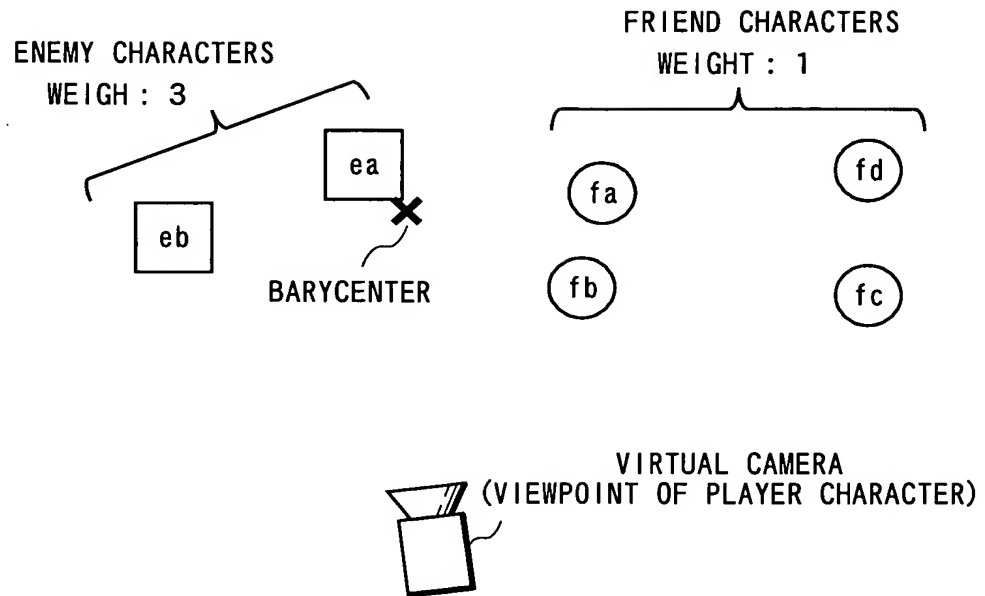


FIG. 22

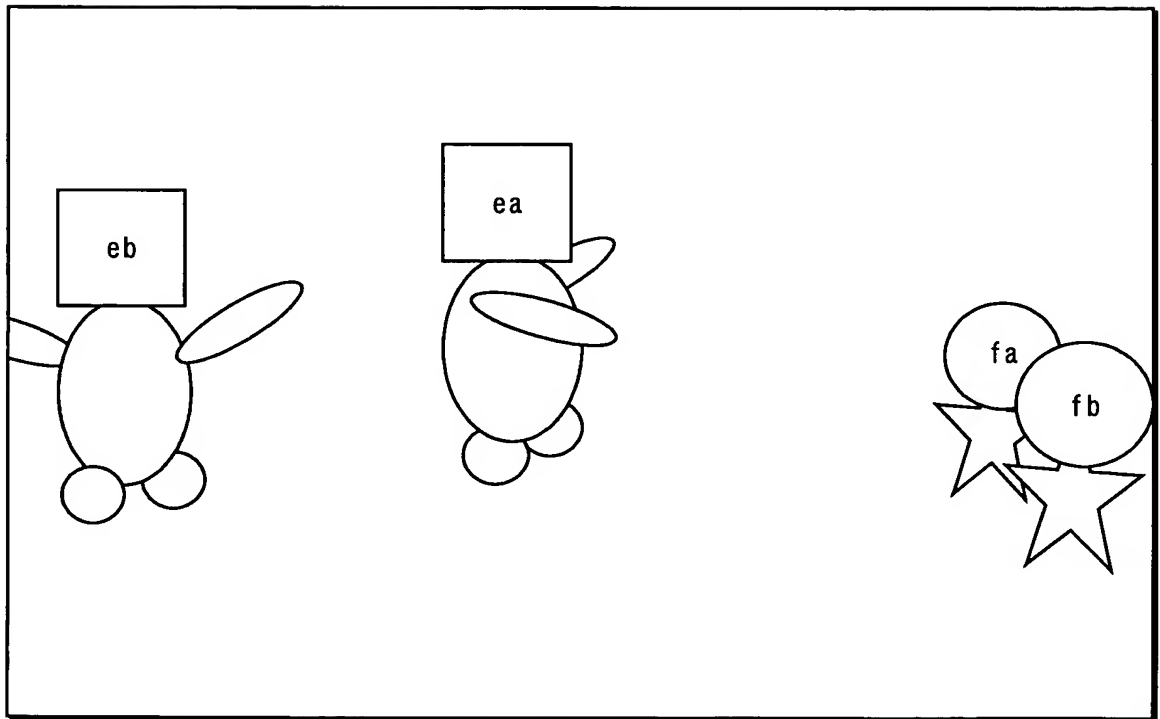


FIG. 23

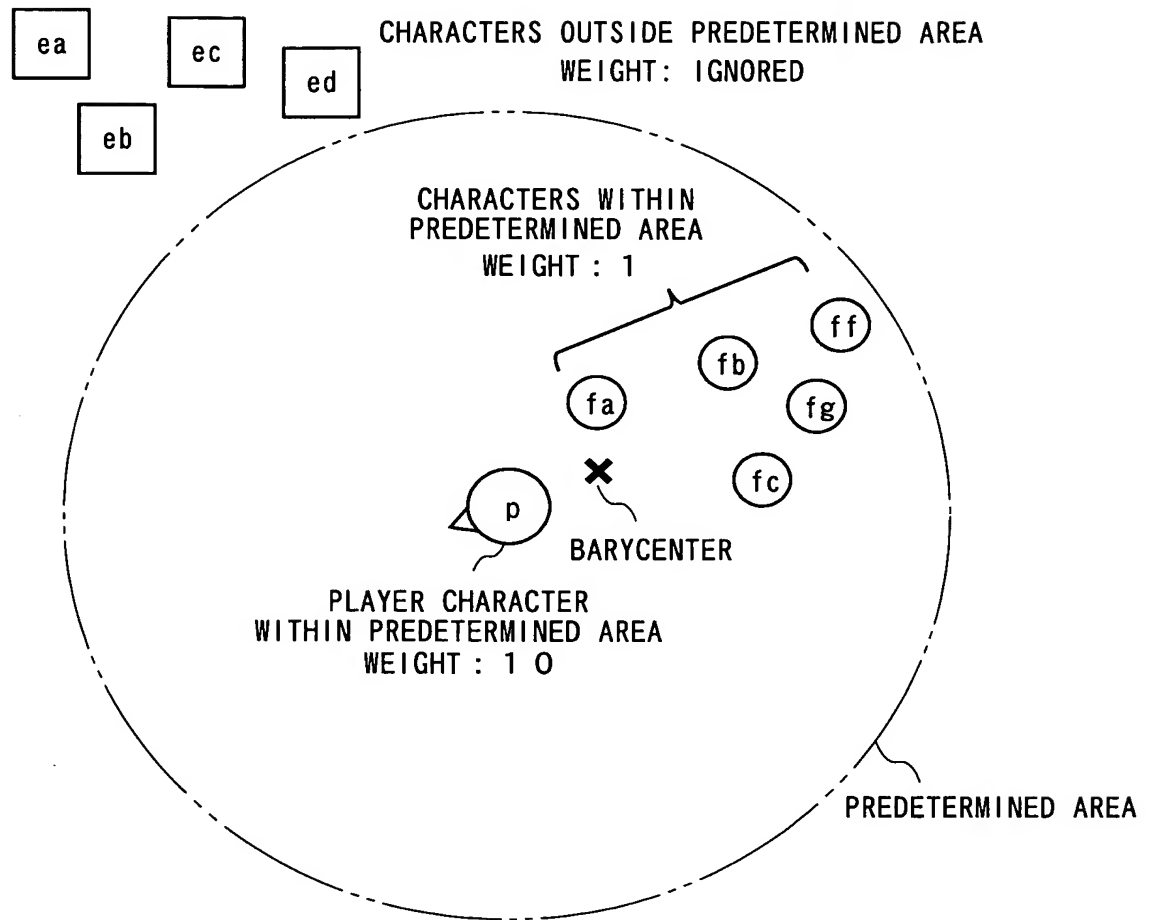


FIG. 24

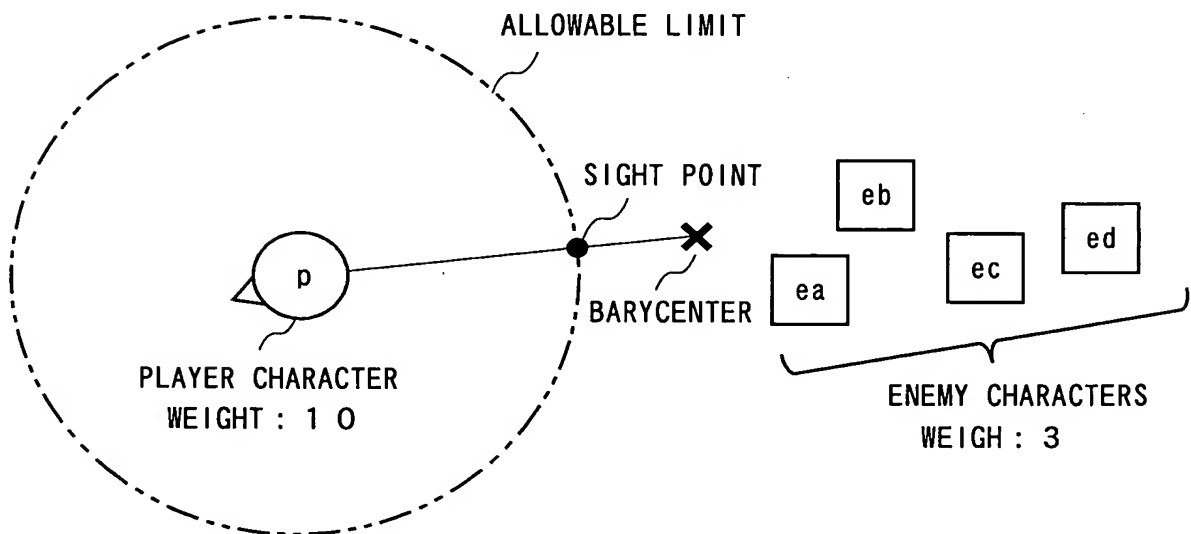


FIG. 25

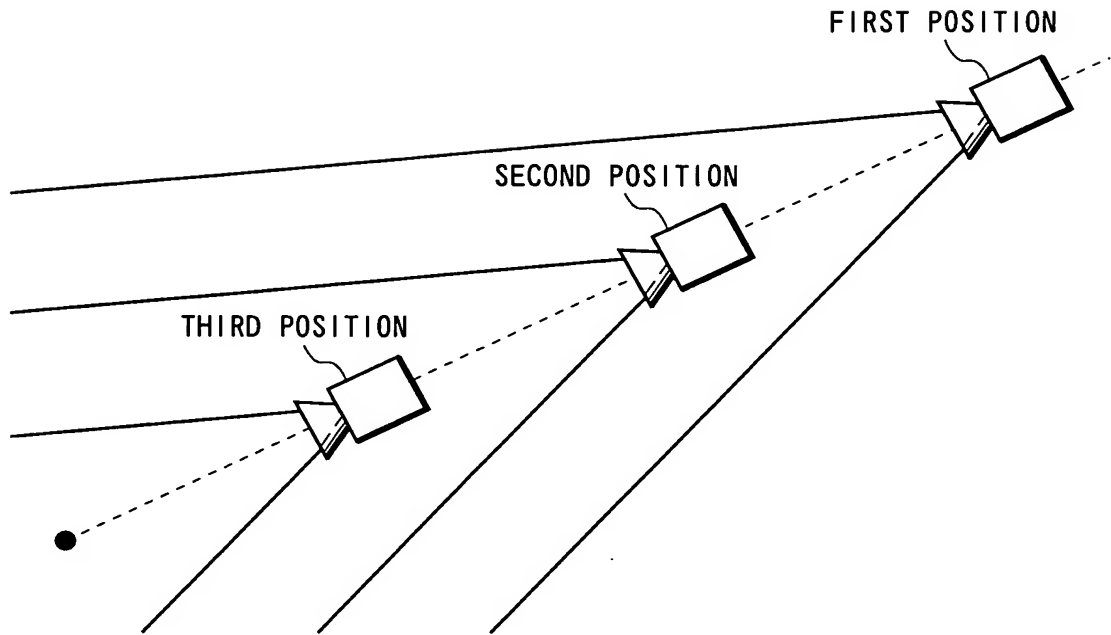
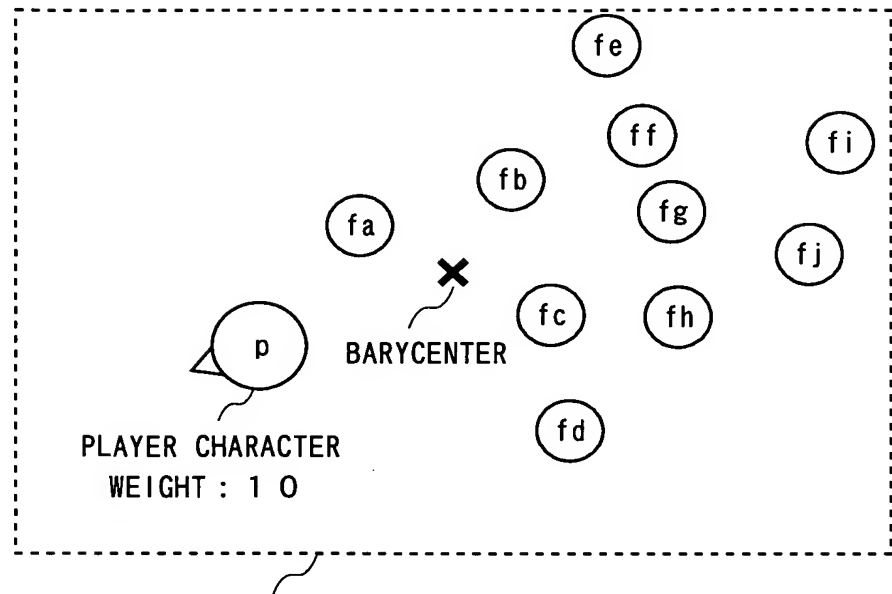


FIG. 26

CHARACTER	POSITION OF VIRTUAL CAMERA	WEIGHT
PLAYER CHARACTER	FIRST POSITION	10
	SECOND POSITION	30
	THIRD POSITION	50

FIG. 27



DISPLAY AREA BY VIRTUAL CAMERA PLACED IN FIRST POSITION

FIG. 28

